

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

Claim 1 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

a game adapted to be displayed to a player;

a plurality of award components in said game; and

a plurality of award opportunities in said game, wherein at least one of the award opportunities is an accumulated award opportunity;

said processor programmed for a play of the game to:

(a) generate at least one accumulated award opportunity generated by accumulating one or more of said award components by:

(i) causing a selection of at least one of the award components during said play of the game, and

(ii) during a play of said game, wherein the accumulation of said award components includes combining any one of said the award components selected during said play of the game,

to any previously accumulated award components in said play of the game, and wherein

(b) after combining said selected award components of said at least one accumulated award opportunity, cause an indication of at least two of the award opportunities including said at least one generated accumulated award opportunity and said accumulation of said award components is adapted to be displayed to the player; enable the player to pick one of the indicated award opportunities, and

(c) provide the player with any outcome resulting from the award opportunity picked by the player, a plurality of outcomes which will result from the award opportunities, wherein the outcome which will result from each of the one of said accumulated award opportunities is based on the accumulated selected award components of said accumulated award opportunity; and

~~a processor operable to cause an indication of at least two of the award opportunities including at least one accumulated award opportunity generated in said play of the game, enable the player to choose one of the indicated award opportunities, and provide the player with the outcome resulting from the award opportunity picked by the player.~~

Claim 2 (currently amended): The gaming device of Claim 1, wherein the award components of the accumulated award opportunity are randomly generated selected.

Claim 3 (currently amended): The gaming device of Claim 1, wherein the processor is ~~operable~~ programmed to determine one or more of the award components of the accumulated award opportunity.

Claim 4 (currently amended): The gaming device of Claim 1, wherein the accumulated ~~selected~~ award components of the accumulated award opportunity are combined by a mathematical operation.

Claim 5 (currently amended): The gaming device of Claim 1, wherein the accumulated ~~selected~~ award components of the accumulated award opportunity are used in another game of the gaming device.

Claim 6 (currently amended): The gaming device of Claim 1, which includes a probability of being accumulated ~~selected~~ associated with each of the award components of the accumulated award opportunity .

Claim 7 (previously presented): The gaming device of Claim 1, which includes at least two different accumulated award opportunities which include different types of award components.

Claim 8 (previously presented): The gaming device of Claim 7, wherein at least one of the types of award components of at least one of said accumulated award opportunities include a number of free activations and a multiplier.

Claim 9 (previously presented): The gaming device of Claim 1, wherein the award components of at least one accumulated award opportunity include a number of free activations of another game.

Claim 10 (original): The gaming device of Claim 1, which includes a plurality of component-accumulating positions.

Claim 11 (previously presented): The gaming device of Claim 10, wherein the plurality of award components are associated with the plurality of component-accumulating positions.

Claim 12 (previously presented): The gaming device of Claim 10, wherein at least one award component is associated with each component-accumulating position.

Claim 13 (currently amended): The gaming device of Claim 10, wherein the processor is ~~operable~~ programmed to cause a display of the award components associated with at least one component-accumulating position.

Claim 14 (currently amended): The gaming device of Claim 10, which includes a probability of being ~~accumulated~~ selected associated with at least one component-accumulating position.

Claim 15 (original): The gaming device of Claim 1, wherein the number of indicated award opportunities is based upon an event associated with another game.

Claim 16 (original): The gaming device of Claim 1, wherein at least two of the award opportunities are indicated upon a triggering event in the game.

Claim 17 (original): The gaming device of Claim 16, wherein the triggering event includes an indication of at least one selection position.

Claim 18 (original): The gaming device of Claim 17, wherein at least one of the award opportunities is associated with said selection position.

Claim 19 (original): The gaming device of Claim 1, which includes a probability of being indicated associated with said selection position.

Claim 20 (original): The gaming device of Claim 1, which includes a probability of being indicated associated with each award opportunity.

Claim 21 (currently amended): The gaming device of Claim 1, wherein the processor is ~~operable~~programmed to randomly pick at least one of the indicated award opportunities.

Claim 22 (original): The gaming device of Claim 1, wherein at least one of the award opportunities includes: at least one of a bonus event, a predetermined award, a progressive award, a progressive number of free activations of another game, a randomly determined award, a free activation in a primary game, a free activation in a bonus event, a free game in a primary game, a free game in a bonus event, a multiplier and any combination thereof.

Claim 23 (previously presented): The gaming device of Claim 1, wherein the outcomes which will result from at least one of the award opportunities include at least one of the group consisting of: credits, other awards, other values, free spins, free games, progressive awards, progressive numbers of free spins, multipliers and combinations thereof.

Claim 24 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

a game adapted to be displayed to a player;

a plurality of award components in said game; and

a plurality of pairs of award opportunities;

said processor programmed for a play of the game to:

(a) generate at least one accumulated award opportunity for each pair of award opportunities, wherein each accumulated award opportunity is generated by:

(i) causing a selection of at least one of the award components during said play of the game, and

(ii) wherein at least one of the award opportunities in each pair is an accumulated award opportunity generated by accumulating one or more of said award components during a play of said game by combining any one of said award components selected during said play of the game with any previously accumulated award components in said play of the game,

wherein said accumulation of said award components is adapted to be displayed to the player;

(b) after combining the selected award components for each of said accumulated award opportunities, cause an indication of one of the pairs of award opportunities, said indicated pair of award opportunities including at least one of the generated accumulated award opportunities,

(c) enable the player to pick one of the award opportunities in the indicated pair of award opportunities, and

(d) provide the player with any outcome resulting from the award opportunity picked by the player from the indicated pair of award opportunities a plurality of outcomes which will result from the award opportunities, wherein the outcome which will result from each one of the accumulated award opportunities is based on the accumulated selected award components of said accumulated award opportunity; and

~~a processor operable to indicate one of the pairs of award opportunities, enable the player to choose one of the award opportunities in the indicated pair of award opportunities, and provide the player with the outcome resulting from the award opportunity picked by the player from the indicated pair.~~

Claim 25 (original): The gaming device of Claim 24, wherein each paired award opportunity is randomly selected from a plurality of award opportunities.

Claim 26 (original): The gaming device of Claim 24, wherein each pair of award opportunities includes the same accumulated award opportunity.

Claim 27 (original): The gaming device of Claim 24, wherein each pair of award opportunities includes two different types of award opportunities.

Claim 28 (currently amended): The gaming device of Claim 24, wherein the award components of each of the accumulated award opportunities are randomly generated selected.

Claim 29 (currently amended): The gaming device of Claim 24, wherein the processor is ~~operable programmed~~ to cause a display of the ~~accumulation of the combined selected~~ award components of each accumulated award opportunity.

Claim 30 (currently amended): The gaming device of Claim 24, wherein the ~~accumulated selected~~ award components of ~~the each~~ accumulated award opportunity are combined by a mathematical operation.

Claim 31 (currently amended): The gaming device of Claim 24, wherein the ~~accumulated selected~~ award components of each accumulated award opportunity are used in another game.

Claim 32 (currently amended): The gaming device of Claim 24, which includes a probability of being ~~accumulated~~ selected associated with each of the award components.

Claim 33 (previously presented): The gaming device of Claim 24, which includes two accumulated award opportunities which include different types of award components.

Claim 34 (previously presented): The gaming device of Claim 33, wherein at least one of the types of award components of at least one accumulated award opportunity include a number of free activations and a multiplier.

Claim 35 (previously presented): The gaming device of Claim 24, wherein the award components of at least one accumulated award opportunity include a number of free activations of another game.

Claim 36 (original): The gaming device of Claim 24, which includes a plurality of component-accumulating positions.

Claim 37 (previously presented): The gaming device of Claim 36, wherein at least one award component is associated with each component-accumulating position.

Claim 38 (currently amended): The gaming device of Claim 36, wherein any award component associated with at least one component-accumulating position is ~~accumulated~~-selected if said position is designated.

Claim 39 (original): The gaming device of Claim 36, which includes a probability of being designated associated with at least one component-accumulating position, wherein the likelihood of one of the component-accumulating positions being designated is based on said probability.

Claim 40 (original): The gaming device of Claim 24, wherein at least one pair of award opportunities is indicated upon a triggering event.

Claim 41 (original): The gaming device of Claim 40, wherein the triggering event includes a designation of at least one selection position.

Claim 42 (original): The gaming device of Claim 41, wherein at least one of the pair of award opportunities is associated with at least one selection position.

Claim 43 (original): The gaming device of Claim 24, which includes a probability of being selected associated with each pair of award opportunities, wherein the likelihood of a pair of award opportunities being indicated is based on said probability.

Claim 44 (currently amended): The gaming device of Claim 24, wherein the processor is ~~operable~~programmed to randomly select the indicated pair of award opportunities.

Claim 45 (original): The gaming device of Claim 24, wherein at least one of the award opportunities includes: at least one of a bonus event, a predetermined award, a progressive award, a progressive number of free activations of another game, a randomly determined award, a free activation in a primary game, a free activation in a bonus event, a free game in a primary game, a free game in a bonus event, a multiplier and any combination thereof.

Claim 46 (previously presented): The gaming device of Claim 24, wherein the outcomes which will result from at least one of the award opportunities include at least one of the group consisting of: credits, other awards, other values, free spins, free games, progressive awards, progressive numbers of free spins, multipliers and any combination thereof.

Claim 47 (currently amended): A gaming device operable under control of a processor, said gaming device comprising:

a game adapted to be displayed to a player;

a plurality of award components in said game;

a plurality of award opportunities in said game, wherein each award opportunity includes a sub-game and each award opportunity has an expected average outcome; and

at least one accumulated award opportunity, wherein each accumulated award opportunity has an expected average outcome;

said processor operable for a play of the game to:

(a) generate said at least one accumulated award opportunity by:

(i) causing a selection of at least one of the award components during said play of the game, and

(ii) ~~wherein each accumulated award opportunity is generated by accumulating one or more of the award components during a play of said game by combining any one of said award components selected during said play of the game with any previously accumulated award components in said play of the game,~~

~~wherein said accumulation of said award components is adapted to be displayed to the player, and wherein each accumulated award opportunity has an expected average outcome;~~

(b) upon a triggering event, cause which causes an indication of one of the generated accumulated award opportunities generated in said play of the game and one of the award opportunities which have has a substantially similar expected average outcome to the average expected outcome of the indicated accumulated award opportunity;, and enable the player to select one of the indicated accumulated award opportunity or the award opportunity, and

(c) provide an award adapted to be provided to the player based on the player selected one of the indicated accumulated award opportunity or the award opportunity.